

ARTISAN

Moving frantically and working against the clock, a gnome works with hastened precision knowing full well that a slight misstep could mean the difference between healing salve or explosive cocktail. She drops a thimble sized volume of her own blood into solution, and stirs the contents of her beaker before greedily imbibing the mysterious liquid.

A dwarven fist closes tightly around his hammer as he raises it high before striking red hot iron resting upon a cold black anvil. He shapes the iron into an implement of war, and mourns the many lives his masterpiece is about to take.

Gazing intently upon the great middle distance, a human stands proudly in front of a recently completed canvas, enjoying the scent of oil paints upon a fresh summer's breeze. He takes in the majestic sunset, and reflects on the heroics that inspired his latest work of art.

Whatever their art or profession, artisans are united in their passion for art and culture. The power to visualize fuels their creativity and informs their craft. Whether a painter, blacksmith, or tinkerer all who create curry the favor of Gond, the god of craft.

MAGIC OF CREATION

Artisans have earned the favor of Gond, the god of craft, through their unique contributions to art and culture. Creativity and artistry are the primary resources artisans rely on to realize their craft, however Gond also grants favors to artisans, whether they know it or not. Often, artisans tap into this mystical energy without even realizing it, intuitively shaping magical energies to create fantastic works or devastating effects. This bond also extends to the artisan's actions and combat prowess, because Gond wishes most to protect those that contribute to the arts.

POWERFUL INSPIRATION

More than just craftspeople, artisans are ever watchful observers of their environment, constantly seeking out sources of inspiration to fuel their work. The artisan employs all of its senses to inform its creativity, and for what it can't observe the artisan engages its powerful imagination. The world of D&D is littered with artisans: poets, painters, performers, blacksmiths, tailors, and other artists; however, not all artisans are not ready for a life of adventure, but for those that are, great power awaits.

CREATING AN ARTISAN

As you make your Artisan character, think about the profession you've chosen, and the commitment you've made to your work and your art. Perhaps contemplate on where you derive the greatest inspiration, and how that informs your work. Consider what motivates your character to leave the comfortable life of an artist in favor of the perilous life of an adventurer. Where did you train? What drives your creativity and imagination? What do you plan to create? What is your ideal masterpiece?

Perhaps you trained under a renowned blacksmith, and wish to work with rare materials, that only an adventurer could acquire. Maybe your pursuit of the arts has led you down a path of poverty, and pragmatism has informed your decision to seek more gainful employment. Were you forced to you learn your trade to appease a local lord? Or are you working to perfect your craft in order to impress the object of your affections? Whatever your motivation, bring your creativity and imagination to bear, because it's the only thing separating you from life and death.

QUICK BUILD

You can make an artisan quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Constitution. Second, choose the guild artisan background. Make sure to select a tool based on your desired profession.

CLASS FEATURES

As an artisan, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per artisan level

Hit Points at 1st Level: 8+your Constitution modifier

Hit Points at Higher Levels: 1d8(or 5) + your Constitution modifier per artisan level after 1st

PROFICIENCIES

Armor: Light armor, Medium armor

Weapons: Simple Weapons

Tools: Choose two from Alchemist's supplies, Brewer's supplies, Calligrapher's Supplies, Disguise kit, Forgery kit, Jeweler's tools, Painter's supplies, Smith's tools, Tinker's tools

Saving Throws: Charisma, Constitution

Skills: Choose two from Athletics, Arcana, History, Insight, Perception, Investigation, Persuasion, Performance

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) leather armor or (b) chain shirt
 - (a) two hand axes or (b) any simple weapon
 - (a) a dungeoneer's pack or (b) a entertainer's pack
 - (a) calligrapher's supplies or (b) painter's supplies
- Woodcarver's tools

THE ARTISAN

Level	Proficiency Bonus	Artistry Points	Features
1st	+2	1	Artistry, Flash of Inspiration
2nd	+2	2	Profession
3rd	+2	3	Flash of Ingenuity
4th	+2	4	Ability Score Improvement, Flash of Ingenuity
5th	+3	5	Art of War
6th	+3	5	Profession Feature
7th	+3	7	Mastercraft Weapon
8th	+3	8	Ability Score Improvement, Flash of Genius
9th	+4	9	-
10th	+4	10	Profession Feature
11th	+4	11	Artful Mimicry
12th	+4	12	Ability Score Improvement
13th	+5	13	-
14th	+5	14	Profession Feature
15th	+5	15	Intelligent Design
16th	+5	16	Ability Score Improvement
17th	+6	17	Grand Architect
18th	+6	18	Profession Feature
19th	+6	19	Ability Score Improvement
20th	+6	20	Fate Shaper

ARTISTRY

At 1st level, your passion for the arts fuels your artistic pursuits. You have a reservoir of mental energies represented by a pool of artistry points equal to your artisan level. You may spend these points to perform various artistry features. You start knowing three such features: Artful Craft, Artful Camouflage, and Artful Deceit. You learn more artistry features as you gain levels in this class.

When you spend a artistry point, it is unavailable until you finish a long rest, at the end of which you replenish all of your expended artistry. Some of your artistry features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Artistry save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

ARTFUL CRAFT

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During a short rest, you may spend 1 Artistry point to transform a mundane object in your inventory into a piece of artwork worth half your artisan level gold pieces (minimum 1).

ARTFUL CAMOUFLAGE

You learn to create convincing camouflage to help blend into your surroundings. To do so, select a camouflage from the list below, and spend 1 Artistry point and ten minutes to create the desired camouflage. You gain advantage on hide and stealth checks while in the terrain cooresponding to your camouflage.

CAMOUFLAGE

Terrain

desert
forest
mountain
snow
urban

ARTFUL DECEIT

You may spend 1 Artistry point and ten minutes to create a convincing disguise or forgery. You roll with advantage on your next ability check using the disguise kit or forgery kit.

FLASH OF INSPIRATION

Starting at 1st level, you learn to tap into your limitless pool of creativity and apply it to a given task. You may add your proficiency bonus to one ability check you make. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

PROFESSION

When you reach 2nd level, you commit yourself to a profession: Alchemist, Blacksmith, Golemancer, or Tinkerer, all detailed at the end of the class description. Your profession grants you features at 2nd level and again at 6th, 10th, 14th and 18th level.

DETAIL ORIENTED

Beginning at 3rd level, your powers of observation become razor sharp, and your attention to detail means that nothing slips past you. Add half your proficiency modifier (minimum 1) to your passive perception. Also, you may spend 1 Artistry point to gain advantage on a single Wisdom (perception, insight) or Intelligence (investigation) check.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FLASH OF INGENUITY

Starting at 4th level, you can now use your Flash of Inspiration class feature to add your proficiency bonus to one saving throw you make.

ART OF WAR

At 5th level, your experience as an adventurer has taught you many harsh, but valuable lessons. You realize that in order to create something new, you must destroy something old, and you carry this ethos into your martial training. You can attack a target within range as a reaction immediately after hitting a target, or taking damage.

MASTERCRAFT WEAPON

When you reach 7th level, you complete your mastercraft weapon. Gain proficiency with a martial melee weapon of your choice, add one of that weapon to your inventory, and give it a name. The named weapon becomes your mastercraft weapon. You are assumed to have been working on you mastercraft weapon for quite some time, finally finishing it during a short or long rest after you reach 6th level.

If you lose your mastercraft weapon or wish to create a new one, you can craft another mastercraft weapon. The process takes 24 hours over the course of three days and costs 200 gp. The cost represents the material components you expend to craft the weapon. You do not gain a new weapon proficiency from this feature after crafting a new mastercraft weapon.

The bond you have with your mastercraft weapon fades once it's discarded or lost. A discarded or lost mastercraft weapon mysteriously rusts and decays, becoming useless, and does not retain the bonuses gained from your other class features. Other creatures attempting to use your mastercraft weapon do so with disadvantage, and none of the bonuses gained from your class features.

FLASH OF GENIUS

Beginning at 8th level, you can now use your Flash of Inspiration class feature to add your proficiency bonus to one Attack you make.

ARTFUL MIMICRY

Starting at 11th level, you have mastered the art of mimicry. Good artists copy, and you are no exception. Through careful observation, you are able to copy and learn from another creature's actions.

Whenever another creature you can see performs an ability check or the Attack action, you may use your reaction to spend 3 Artistry points, and copy the result for later use. The next time you would make the same ability check or Attack action, you may use the copied result instead of rolling your own. The copied result includes modifiers.

You may only copy one ability check or Attack roll at a time. You may forget a copied result as a bonus action. You cannot copy the actions of a creature whose anatomy is dramatically different from your own.

INTELLIGENT DESIGN

When you reach 15th level, you modify your mastercraft weapon, improving upon its design, making it more intuitive to use, and tailoring it to your unique fighting style. When making an Attack with your mastercraft weapon, you use your choice of your Strength, Dexterity, or Intelligence modifier for the Attack and Damage Rolls. You must use the same modifier for both rolls.

GRAND ARCHITECT

Starting at 17th level, you tap into the mystical energies provided by Gond to bring an object from your imagination into reality. To do so, use an action and spend 4 Artistry points to create an object—it must be no larger than a 5-foot cube.

The object magically materializes in an unoccupied space of your choice within 30 feet of you. The object is made from your choice of one material: wood, stone, or iron. The maximum weight of the object cannot exceed 300lbs, and cannot be mechanically complicated, or magical.

MATERIAL WEIGHT	
Material	Weight
Cubic foot of wood	50 lbs
Cubic foot of stone	150 lbs
Cubic foot of iron	500 lbs

FATE SHAPER

At 20th level, you have learned to intuitively shape the fate of those around you. Great artists steal, and you are no exception.

Whenever another creature you can see performs an ability check or the Attack action, you may use your reaction to spend 5 Artistry points, and steal the result for later use. The target creature must make another ability check or Attack roll. The next time you would make the same ability check or Attack action, you may use the stolen result instead of rolling your own. The stolen result includes modifiers.

You may only steal one ability check or Attack roll at a time. You may forget a stolen result as a bonus action. You cannot steal the actions of a creature whose anatomy is dramatically different from your own.

PROFESSIONS

Four professions of artistic pursuit are common to artisans scattered across the multiverse. Most serious artisans practice one profession exclusively, as a deep knowledge is required to be skilled enough to create coinworthy work. The discipline is the same, however each profession demands specialization in different skills.

ALCHEMIST

Through study and exhaustive trial and error, the alchemist harnesses its creativity to produce potions and alchemical solutions imbued with magical effects. The alchemist makes a versatile adventurer, able to provide aid to an ally, or devastate an enemy. Further devotion to the alchemical arts grants the artisan the ability to transmute objects, eventually unlocking the secrets to the fabled philosopher's stone.

POTION BREWING

Starting when you choose this profession at 2nd level, you learn how to brew simple potions using your alchemist's supplies. You may use this class feature to create one potion from your recipe book at the end of a long rest. The process takes one hour, costs 50 gp, and requires alchemist's supplies. The cost represents the material components you expend to craft the desired potion. You may reduce the cost by half, by making a DC12 intelligence check with your alchemist's supplies, however if you roll a 1 or 2 on the intelligence check, you fail to create the potion and lose 25 gp worth of supplies.

RECIPE BOOK

At 2nd level, you create a recipe book containing the ingredients and method required to create a potion of healing, a potion of resistance, and a noxious brew.

NOXIOUS BREW

Adventuring Gear (Potion)

When you drink this potion, roll a d8 and refer to the table below for a list of effects.

NOXIOUS BREW

d8 Effect

- 1 You gain one point of exhaustion
- 2 You are poisoned for 1d4 hours
- 3 The brew explodes dealing 1d8 fire damage to you
- 4 You turn invisible for 1d4 rounds
- 5 You gain the effects of levitate for 1d10 rounds
- 6 You gain the effects of haste for 1d4 rounds
- 7 You regain *2d4 + Artisan Level* hit points
- 8 You transform into a random creature with a CR equal to half your level

LEARNING NEW RECIPES

Also starting at 2nd level, whenever you drink a potion you may attempt to discern how it is made, and add its recipe to your recipe book. To do so, drink the potion and succeed on a DC15 Intelligence (Arcana) check.

BOMB CRAFTING

Beginning at 6th level, you complete your study on making small improvised explosives using your tinker's tools. You may create one bomb at the end of a short or long rest. The process takes one half hour and costs 20 gp. The cost represents the material components you expend to craft the bomb. You may reduce the cost by half, by making a DC12 intelligence check with your tinker's tools, however if you roll a 1 or 2 on the intelligence check, you fail to create the bomb, lose 10 gp worth of supplies. The bomb is created with a damage type determined randomly from the options below.

BOMB DAMAGE TYPE

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Piercing
6	Lightning
7	Poison
8	Thunder

BOMBS

Bombs explode upon impacting creatures, objects, or terrain, and can be thrown a maximum distance of 30 ft. The bomb explodes at the point of impact. Each creature in a 15 diameter sphere centered on the point of impact, must make a Dexterity saving throw against your artistry save DC. A target takes 2d6 damage of the determined type on a failed save, or half as much damage on a successful one.

IMPROVED EXPLOSIVES

At 10th level, you learn to make more sophisticated explosive devices; newly created bombs are greatly improved. Your new bombs can be thrown an additional 10 ft, and the explosion diameter increases by 5 ft. New bombs also deal additional damage equal to your artisan level.

TRANSMUTATION

Starting at 14th level, you gain the ability to alter the physical properties of one nonmagical object, instantly changing it from one substance into another. You spend 2 artistry points to perform a special alchemical procedure on one object you touch composed entirely of wood, stone (but not a gemstone), iron, copper, silver, or gold transforming it into a different one of those materials.

TRANSMUTE SELF

Also, starting at 14th level, you have the ability to transmute your flesh changing it from one substance into another, granting you a temporary natural armor class. You concentrate for 10 minutes and spend 2 artistry points to perform a special alchemical procedure on yourself to change your skin into your choice of flesh, wood, stone, or iron for 8 hours. Refer to the table below for a list of properties.

TRANSMUTE SELF TABLE

Material	AC	Property
Flesh	AC (Natural Armor) 10+Dexterity modifier	-
Wood	AC (Natural Armor) 10+Dexterity modifier+4	fire vulnerability; advantage to hide checks made adjacent to wood
Stone	AC (Natural Armor) 10+Dexterity modifier+3	resistance to nonmagical bludgeoning, piercing, and slashing damage; advantage to hide checks made adjacent to stone
Iron	AC (Natural Armor) 10+Dexterity modifier+5	resistance to nonmagical bludgeoning, piercing, and slashing damage; fire vulnerability; advantage to hide checks made adjacent to iron

PHILOSOPHER'S STONE

At 18th level, you have achieved the knowledge required to create a philosopher's stone, an alchemist's magnum opus. You spend 3 hours and 1000 gp performing a sacred ritual to create a philosopher's stone. The cost represents the material components you expend to craft the philosopher's stone. You may only use this class feature once per lifetime.

PHILOSOPHER'S STONE

Wondrous Item, rare
This black obsidian gemstone appears to have a pulsing heart of red energy locked within. While holding the philosopher's stone you may use an action to cast wish. Immediately upon using the philosopher's stone, it is destroyed.

BLACKSMITH

Blacksmiths dot the vast landscape of D&D, appearing as skilled craftspeople, shrewd negotiators, and mighty allies. Hardy and stoic, blacksmiths resemble the character of the weapons they forge. A blacksmith will always prefer to swing a hammer at a piece of hot steel than another living being. However, if a foe needs to be felled, you can count on a blacksmith's blade to never dull

BLACKSMITHING

Starting when you choose this profession at 2nd level, you learn the noble trade of blacksmithing. You may use this class feature to create one mundane weapon or armor from memory at the end of a long rest where you have access to a forge and an anvil. The process takes 2 hours, and requires blacksmithing tools. You may create any piece of equipment listed on the equipment table, spending an appropriate amount of gold pieces. The cost represents the material components you expend to craft the desired equipment.

CANTRIPS

At 2nd level, you know the mending and blade ward cantrips.

MARTIAL TRAINING

Beginning at 2nd level, you learn to use the implements of war you have learned to create. You gain proficiency with Heavy Armor and Martial Weapons

EQUIPMENT TABLE

Equipment	Cost
Simple Melee Weapons	-
Dagger	2 gp
Handaxe	5 gp
Light Hammer	2 gp
Mace	5 gp
Sickle	1 gp
Spear	1 gp
Martial Melee Weapons	-
Battleaxe	10 gp
Flail	10 gp
Glaive	20 gp
Greataxe	30 gp
Greatsword	50 gp
Halberd	10 gp
Lance	10 gp
Longsword	15 gp
Maul	10 gp
Morningstar	15 gp
Pike	5 gp
Rapier	25 gp
Scimitar	25 gp
Shortsword	10 gp
Trident	5 gp
War Pick	5 gp
Warhammer	15 gp
Medium Armor*	-
Chain Shirt	50 gp
Chest Plate	50 gp
Breastplate	400 gp
Half Plate	750 gp
Heavy Armor	-
Ring Mail	30 gp
Chain Mail	75 gp
Splint	200 gp
Plate	1,500 gp
Shield	-
Shield	10 gp

GOND’S FIRE

At 6th level, you have learned to summon Gond’s fire. You may use this class feature to produce an intense jet of flame from your mouth. You target a creature or object that you can see within 5 ft. If you target a creature, it must make a Dexterity saving throw against your Artistry save DC. A target takes 2d6 fire damage on a failed save, or half as much damage on a successful one. Once you use this feature, you can’t use it again until you finish a short or long rest. This feature also fulfills the blacksmithing forge requirement. Additionally, your continued exposure to heat and extreme temperatures has granted you resistance to fire damage.

ARCANE FORGE

Beginning at 10th level, you learn to imbue your creations with magical power. Whenever you create a weapon or armor using Gond’s Fire, you may double the cost, and make a DC14 Intelligence (Arcana) check with your blacksmith’s tools. You create a weapon+1 or armor+1 on a successful check, or a mundane weapon or armor on a failed one. Additionally, you modify your mastercraft weapon to become a weapon+1.

GOND’S ANVIL

Starting at 14th level, you have learned to summon an arcane anvil to shape your metals upon. To do so, your concentration is required to materialize Gond’s Anvil in an empty space on the floor you can see within 10ft of you. The anvil occupies two cubic feet of space, and weighs 300 lbs. After 1 minute, or until you lose your concentration, the anvil disappears. This feature also fulfills the blacksmithing anvil requirement.

IMBUED MASTERCRAFT

At 14th level, you etch runes into your mastercraft weapon to imbue it with arcane power. Choose a damage type from the list below. You deal an additional 1d8 damage of the chosen type with your mastercraft weapon. You may change the type of damage this feature adds to your mastercraft weapon after a short or long rest.

IMBUED MASTERCRAFT DAMAGE

- Type
- Acid
- Cold
- Fire
- Force
- Lightning
- Necrotic
- Poison
- Psychic
- Radiant
- Thunder

GOND’S FORGE

Starting at 18th level, you learn to imbue your creations with magical power. Whenever you create a weapon or armor using either Gond’s Fire and Gond’s anvil, you may triple the cost, and make a DC16 Intelligence (Arcana) check with your blacksmith’s tools. You create a weapon+3 or armor+3 on a successful check, or a mundane weapon or armor on a failed one. Additionally, you modify your mastercraft weapon to become a weapon+3.

GOLEMANCER

The golemancer regards its work as a great form of flattery honoring the gods who grant life. In the mind of a golemancer, creating life and taking life are all part of Gond’s design. Golemancers are loners by nature, preferring the company of their golems to the company of strangers. Yet, you can find many a golemancer amongst a party of adventurers, ready and willing to lay down their golem’s life for the sake of the group.

GOLEMANCY

Starting when you choose this profession at 2nd level, you breathe life into your first golem construct by invoking its name. You have spent painstaking hours carving an immaculate humanoid figure out of a solid block of white, grey, gold, green, or red marble. The golem is magical in nature, possessing a heart of immutable fire from Gond’s forge. If the golem enters an anti magic field its flame is extinguished, however the golem’s heart reignites upon exiting any such field. Casting dispel magic on the golem extinguishes its heart for 1d10 rounds. The golem understands the languages you can speak, and can follow simple commands, however the golem cannot speak. If the golem is destroyed, you may use this feature to create a new golem. To do so, you spend 2 hours and 250 gp to rebuild the golem. The cost represents the material components you expend to create your golem. The golem cannot wear equipment, or use weapons. You can remove the heart of the golem from its body and stow it as a bonus action, rendering the body unconscious. Returning the heart of your golem to its body requires an action. The golem obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, and so on. If you are incapacitated or absent, your golem enters a dormant state and does not move.

CANTRIPS

At 2nd level, you know the mending and guidance cantrips.

REPAIR

Beginning at 2nd level, you may cast mending to repair your golem. To do so, cast mending as an action targeting your golem. Your golem regains hit points equal to 1d4 + your intelligence modifier. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses of this feature when you finish a long rest.

Golem Construct

Medium construct, unaligned

Armor Class 12 (Natural Armor)

Hit Points 8+5*Artisan level

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	1 (-5)	4 (-3)	1 (-5)

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft., Passive Perception 6

Languages -

Antimagic Susceptibility. The golem is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1d10 rounds.

Golem Heart. Once the golem is reduced to zero hit points, it is knocked unconscious, but stable, however its heart is exposed. If the heart is attacked it is destroyed, and the golem effectively dies.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d4 + Strength modifier bludgeoning damage.

UPGRADE

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one of your golem's ability scores by 2, or you can increase two of your golem's ability scores by 1. As normal, you can't increase an ability score above 20 using this feature.

ARDENT DEFENDER

Starting at 6th level, your golem reflexively shields you from attacks. Whenever you take damage, while you are 5ft from your golem, you may use your golem's reaction to intercept the attack and take the damage for you. To do so, the golem makes a DC12 dexterity saving throw. The golem absorbs all of the damage on a successful save, or none of the damage on a failed save. On a failed save, you take the damage as normal.

Golem MK-II

At 10th level, you construct a new iron body for your golem's heart. This new golem benefits from previous levels of the Upgrade class feature. Also, your new golem gains sentience, can speak, and uses your intelligence score as its own. Sentience grants the golem mk-ii the ability to act on its own if you are incapacitated or absent.

Golem Regeneration

Beginning at 14th level, your golem magically regenerates over a period of inactivity. Your golem regains half of its hit point maximum after a short rest, and all of its hit points after a long rest. Also, your mending becomes more potent. Whenever you use the Repair class feature, your golem regains and additional 2d4 hit points.

Golem MK-II

Large construct, unaligned

Armor Class 15 (Natural Armor)

Hit Points 10+6*Artisan level

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	? (?)	4 (-3)	1 (-5)

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 120 ft., Passive Perception 8

Languages -

Antimagic Susceptibility. The golem is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1d10 rounds.

Golem Heart. Once the golem is reduced to zero hit points, it is knocked unconscious, but stable, however its heart is exposed. If the heart is attacked it is destroyed, and the golem effectively dies.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 2d6 + Intelligence modifier force damage.

TITAN FORM

Starting at 18th level, you perfect a technique that allows you to magically fuse with your golem, pioneering a new evolution in golem technology. If you are within 5ft of your golem, you may use an action to step into your golem's body, becoming a single entity. While in titan form, you may use an action to step out of your golem's body, effectively ending titan form. While you are in titan form, the following rules apply:

- Your game statistics are replaced by the statistics of your golem, but you retain your alignment, personality, senses, passive perception, and intelligence, wisdom, and charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of your golem. If the golem has the same proficiency as you, and the bonus in its stat block is higher than yours, use the golem's bonus instead of yours.
- When in titan form, you assume the golem's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in titan form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can speak and cast spells while in titan form.
- You retain the benefit of any features from your class, race, or other source and can use them if the titan form is physically capable of doing so.
- Your equipment merges into your titan form. Equipment that merges with the form has no effect until you leave the form. While in titan form, the golem loses antimagic susceptibility, and its actions are replaced with the below actions.



Actions

Multiattack. The golem makes two melee attacks.



Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 2d8 + Intelligence modifier force damage.



Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 2d10 + Intelligence modifier slashing damage.



TINKERER

The tinkerer is an inventor first and adventurer second. Tinkerers are intuitive problem solvers, able to design solutions to any problem. As adventurers, tinkerers are invaluable allies, able to harness their imagination and creativity to create innovative devices for the party. Most tinkerers can be found slaving away at a workbench, but a true inventor simply cannot resist the promise of a world filled with problems worth fixing.

TINKER

Starting when you choose this profession at 2nd level, you commit yourself to the esoteric profession of tinkering. As a tinkerer you understand the inner workings of mechanical devices, and how to construct or deconstruct them.

You may use this class feature to create one gadget or trap from your blueprint catalogue at the end of a short or long rest. The process takes 30 minutes, costs 40 gp, and requires tinker's tools. The cost represents the material components you expend to craft the desired gadget or trap. You may reduce the cost by half, by making a DC12 intelligence check with your tinker's tools, however if you roll a 1 or 2 on the intelligence check, you fail to create the desired gadget or trap and lose 20 gp worth of supplies.

GADGETEER

Beginning at 2nd level, you gain proficiency in simple and martial ranged weapons, and with thief's tools. You also gain advantage on Intelligence (Investigation) checks and Dexterity (Thief's tools) checks made against traps.

BLUEPRINT CATALOGUE

At 2nd level, you create a catalogue of blueprints containing the materials and instructions required to create gadgets and traps, collectively referred to as devices. You start with three blueprint options: Caltrops and two other blueprints of your choice. You develop an additional blueprint of your choice at 3rd, 9th, 14th, and 17th levels.

DEVELOPING NEW BLUEPRINTS

Also starting at 2nd level, whenever you disarm a trap you may attempt to discern how it was built, and add its blueprint to your blueprint catalogue. To do so, successfully disarm the trap, and succeed on a DC15 Intelligence (Investigation) check. The DM decides, whether or not it is possible to create a blueprint based on the disarmed trap. Traps have four essential components, a trigger, a disarm DC, and an effect.

BEAR TRAP

Mechanical trap

You create an easily concealable trap with large spring loaded metal teeth that clamp shut when a creature depresses a pressure plate in the middle of the trap. To deploy the trap, place it on the ground in an empty space adjacent to you. A creature triggering this device must make a DC12 Dexterity saving throw. The target takes 2d4 piercing damage and is immobilized for 1d4 rounds on a failed save, or takes half damage on a successful one.

The trap is destroyed after it is triggered, unless you have the improved traps feature

The trap DC is equal to your artistry save DC; you automatically succeed on checks to disarm this trap.

This item is mechanically complex and requires an intelligence score of 14 or higher to operate properly.

CALTROPS

Adventuring Gear

As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

To recover caltrops, succeed on a DC12 Intelligence (Investigation) check, and spend one minute picking them up.

DART LAUNCHER

Adventuring Gear

You construct a wrist mounted dart launcher. You can launch a dart at a target using a bonus action. The dart deals 1d4 piercing damage, and has a range of 30/60 ft. The dart launcher uses darts as ammunition, and comes with 10 darts. The dart launcher also has the loading property.

This item is mechanically complex and requires an intelligence score of 14 or higher to operate properly.

EXPLOSIVE TRAP

Mechanical trap

You create an easily concealable trap featuring a large explosive device that detonates when a creature depresses a pressure plate in the middle of the trap. To deploy the trap, place it on the ground in an empty space adjacent to you. Triggering the explosive trap creates a 15ft diameter explosion centered on the trap. Creatures caught in the explosion must make a DC12 Dexterity saving throw. Targets take 3d6 fire damage on a failed save, or half damage on a successful one.

The trap is destroyed after it is triggered.

The trap DC is equal to your artistry save DC; you automatically succeed on checks to disarm this trap.

This item is mechanically complex and requires an intelligence score of 14 or higher to operate properly.

FLASH POWDER

Adventuring Gear, Consumable

You throw the satchel of powder at the floor beneath your feet, the package explodes producing a blinding flash of light along with a loud report. The spontaneous explosion is enough to distract adjacent foes. You may use the flash powder as a bonus action, to take the Disengage action, or gain advantage on a melee attack against an adjacent enemy.

GRAPPLING HOOK

Adventuring Gear

As an action, you can throw your grappling hook targeting an object it can attach to. To do so, make a DC14 dexterity check to attach the hook to an object you can see within 20 ft. You can attempt to attach the hook to an object you can see beyond 20 ft, however you do so with disadvantage at a maximum range of 40ft.

If the object is stationary you can use an action to pull yourself to it, or if the object can move you can use your action to pull it towards you instead. If the target is a creature, you must succeed on a contested athletics check in order to pull the creature toward you, you roll with disadvantage against creatures one size or greater larger than you.

HIDDEN BLADE

Adventuring Gear

You construct a wrist mounted spring loaded blade. You have advantage on sleight of hand checks to conceal the hidden blade, and you gain advantage on attacks against surprised creatures with the hidden blade. The hidden blade deals 1d4 piercing damage, and an additional 1d6 piercing damage against surprised creatures.

LIGHTNING JAR

Adventuring Gear

You construct a primitive capacitor out of a glass jar and a few scraps of metal. When struck by lightning damage, the jar captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack.

The jar starts with zero charges, and gains a charge when you take lightning damage, the jar can only store one charge at a time.

As long as the jar has zero charges, you have resistance to lightning damage. When you hit with a melee attack, you may use your reaction to expend a charge on the jar, to deal an additional 1d6 lightning damage. You may only carry one lightning jar at a time.

This item is mechanically complex and requires an intelligence score of 15 or higher to operate properly.

MECHANICAL HORSE

Adventuring Gear

You construct a complex mechanical riding horse. The mechanical horse is too large and too heavy to toss. The mechanical horse has the game statistics of a riding horse, except it is a construct, and immune to charm effects.

This item is mechanically complex and requires an intelligence score of 15 or higher to operate properly.

GLIDER

Adventuring Gear

You construct a crude glider that you can deploy as an action to glide through the air. You slowly float to the ground as you cling to the glider, with a fly speed of 20 ft. The turning radius of the glider is 15 ft. If your speed is reduced to zero mid flight, the glider ceases to function and you plummet to the ground at full falling speed. Once the glider is deployed it can be stowed a process that takes 5 minutes. You may only carry one glider at a time. The glider has an AC of 12, and 10 hit points.

This item is mechanically complex and requires an intelligence score of 15 or higher to operate properly.

POCKETWATCH

Adventuring Gear

You may use a free action to check the time.

SNARE TRAP

Mechanical trap

You create an easily concealable trap featuring a metal cord that tightens around its victim when a creature depresses a pressure plate in the middle of the trap. To deploy the trap, place it on the ground in an empty space adjacent to you. A creature triggering this device must succeed on a DC15 Dexterity saving throw, or be immobilized for 2d4 rounds.

The trap is destroyed after it is triggered, unless you have the improved traps feature

The trap DC is equal to your artistry save DC; you automatically succeed on checks to disarm this trap.

This item is mechanically complex and requires an intelligence score of 14 or higher to operate properly.

STOPWATCH

Adventuring Gear

You may us a bonus action to start, stop, or reset the stopwatch.

UTILITY BELT

Adventuring Gear

You may store up to three potions or scrolls inside your utility belt. You may use one of the stored items as a bonus action on your turn.

This item is mechanically complex and requires an intelligence score of 14 or higher to operate properly.

Toss

At 6th level, you learn to deploy gadgets and traps from a distance. You can toss a device into an empty space within 30ft of you. Creatures will notice you tossing a device, unless you succeed on a stealth check against their passive perception after you have tossed the device.

EXPERT MARKSMAN

Beginning at 10th level, through hours of practice you further develop your skills as an expert marksman. You gain a +1 bonus to attack rolls you make with ranged weapons. If you did not move during your last turn, this bonus increases by 2.

IMPROVED TRAPS

Starting at 10th level, some of your traps no longer break after being triggered, and can be recovered as an action.

HAND CANNON

At 14th level, you finish drawing up plans for a weapon you call the hand cannon. The hand cannon harnesses the explosive properties of gunpowder to accelerate a projectile to devastating effect.

You add the plans to your blueprint catalogue to create a hand cannon. You may craft a hand cannon as your mastercraft weapon.

HAND CANNON

Damage	Weight	Properties
2d8 piercing damage	1 lb	Ammunition (firearms), range 100/400, light, loading

MECH COMPANION

When you reach 18th level, you complete your mech companion. You are assumed to have been working on you mech companion for quite some time, finally finishing it during a short or long rest after you reach 18th level. The mech companion understands the languages you can speak, and can follow simple commands, however the mech companion cannot speak. It rolls for initiative like any other creature, but you determine its actions, decisions, and so on.

If you are incapacitated or absent, your mech companion enters a dormant state and does not move. If the mech companion is destroyed, you may use this feature to create a new mech companion. To do so, you spend 8 hours over the course of one day, and 250 gp to rebuild the mech companion. The cost represents the material components you expend to build your mech companion.

The mech companion cannot wear equipment, or use weapons, and takes one of the following forms.

Mecha Tiger

Large construct, unaligned

Armor Class 16 (Natural Armor)
Hit Points 8+5*Artisan level
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	2 (-4)	4 (-3)	2 (-4)

Damage Resistances Piercing, Slashing
Damage Vulnerabilities Fire, Lightning
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 90 ft., Passive Perception 12
Languages -

Immutable Form. The mecha tiger is immune to any spell or effect that would alter its form.

Pounce. If the mecha tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The mecha tiger makes two melee attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 2d8 + Dexterity modifier slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 2d10 + Dexterity modifier piercing damage.

Mecha Gorilla

Large construct, unaligned

Armor Class 16 (Natural Armor)
Hit Points 12+7*Artisan level
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	2 (-4)	4 (-3)	2 (-4)

Damage Resistances Piercing, Slashing
Damage Vulnerabilities Fire, Lightning
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 90 ft., Passive Perception 12
Languages -

Immutable Form. The mecha gorilla is immune to any spell or effect that would alter its form.

Actions

Multiattack. The mecha gorilla makes two melee attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 2d10 + Strength modifier bludgeoning damage.

Rocket Punch. *Ranged Weapon Attack:* +7 to hit, range 50/100 ft., one target. Hit: 2d6 + Strength modifier bludgeoning damage.

Mecha Spider

Large construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 8+5*Artisan level
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	4 (-3)	2 (-4)	2 (-4)

Damage Resistances Piercing, Slashing
Damage Vulnerabilities Fire, Lightning
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 90 ft., Passive Perception 15
Languages -

Immutable Form. The mecha spider is immune to any spell or effect that would alter its form.

Spider Climb. The mecha spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the mecha spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. Hit: 2d8 + Dexterity modifier piercing damage, and the target must make a DC 12 Constitution saving throw, taking 3d6 acid damage on a failed save, or half as much damage on a successful one.

Web (Recharge 4–6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Mecha Eagle

Large construct, unaligned

Armor Class 16 (Natural Armor)
Hit Points 8+5*Artisan level
Speed 10 ft, 50 ft fly.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	4 (-3)	2 (-4)	2 (-4)

Damage Resistances Piercing, Slashing
Damage Vulnerabilities Fire, Lightning
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 120 ft., Passive Perception 13
Languages -

Immutable Form. The mecha eagle is immune to any spell or effect that would alter its form.

Actions

Multiattack. The mecha eagle makes two melee attacks.

Beak. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 2d6 + Dexterity modifier piercing damage.

Talons. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 2d4 + Dexterity modifier slashing damage. On a successful hit, the mecha eagle may attempt to grapple the target as a bonus action. The mecha eagle gains advantage on the grapple check.

MECHA WARHORSE

Large construct, unaligned

Armor Class 15 (Natural Armor)
Hit Points 10+6*Artisan level
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	2 (-4)	2 (-4)	4 (-3)

Damage Resistances Piercing, Slashing
Damage Vulnerabilities Fire, Lightning
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 90 ft., Passive Perception 12
Languages -

Immutable Form. The mecha warhorse is immune to any spell or effect that would alter its form.

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 4d6 + Dexterity modifier bludgeoning damage.

CARPENTER (WORK IN PROGRESS)

The carpenter is an expert woodcrafter. Carpenters are minimalists by nature, they chip away at the excess until they reveal the essence of a thing. As adventurers, carpenters are sensitive to nature. As creative problem solvers, carpenters excel at making something good of an otherwise bad situation. The carpenter's work is one of love and requires time and patience. More than anything the carpenter sees itself as an instrument breathing new life into old wood.

WOODWORKING

Starting when you choose this profession at 2nd level, you learn how to carve trinkets and simple melee and ranged weapons from wood using Carpenter's tools.

CREDIT

Made with [The Homebrewery](#).